

# PRIOR ART GAMING DEVICE CABLING SYSTEM

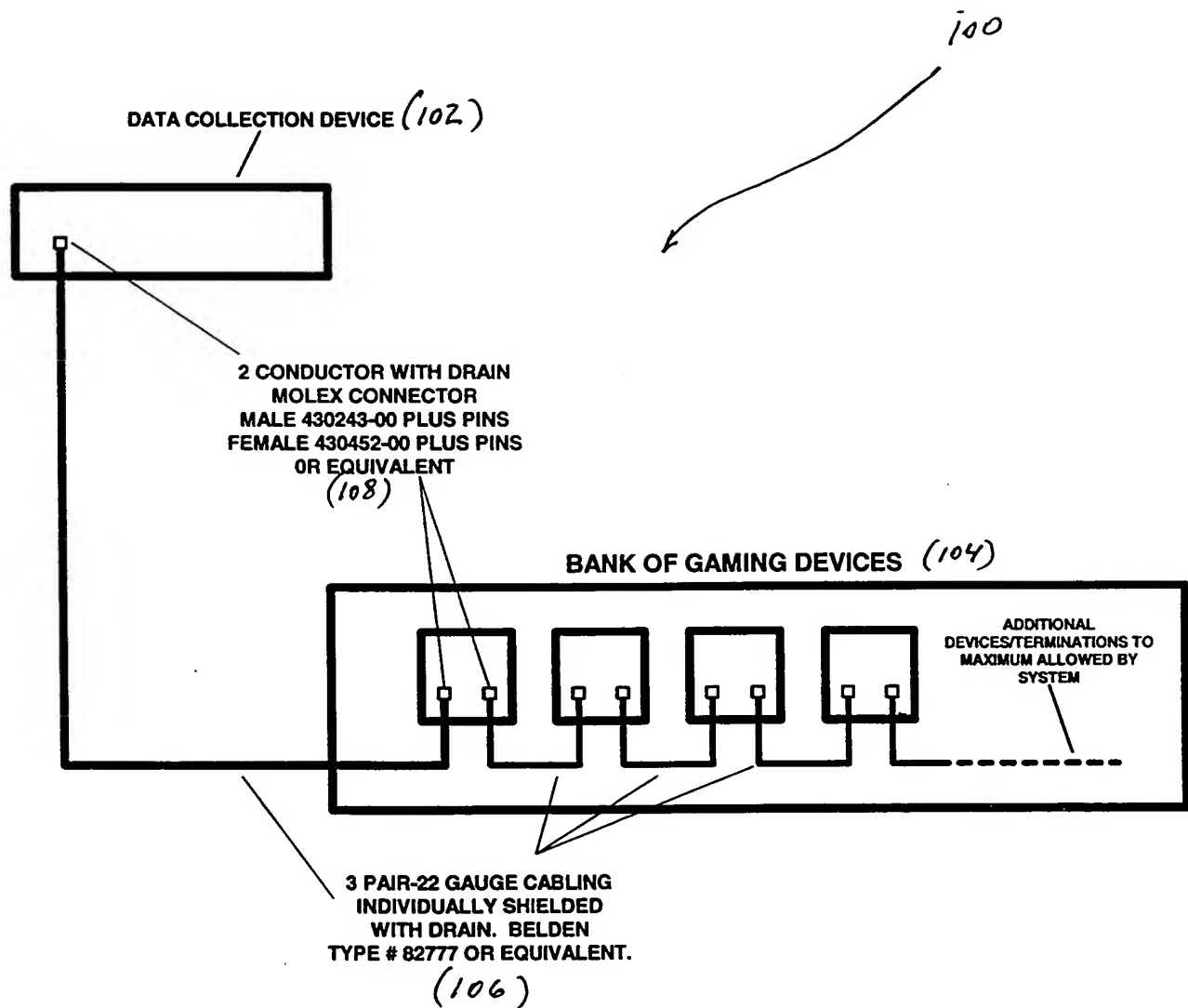


Fig. 1

# GAMING DEVICE CABLING

## RS 485 APPLICATION

### ADJACENT MACHINE LAYOUT

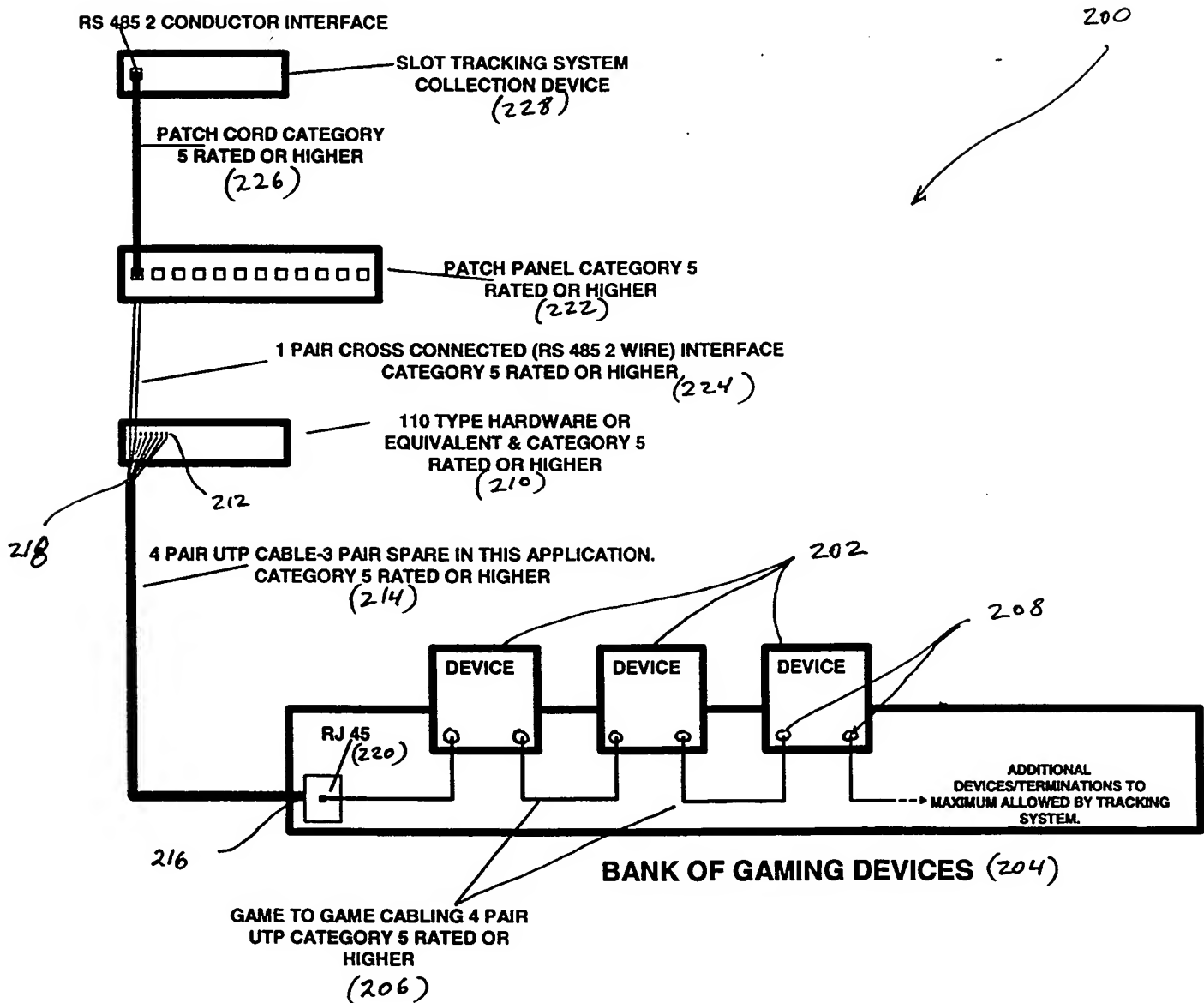


Fig. 2

**GAMING DEVICE CABLING**  
**RS 485 APPLICATION**  
**NON-ADJACENT MACHINE LAYOUT**

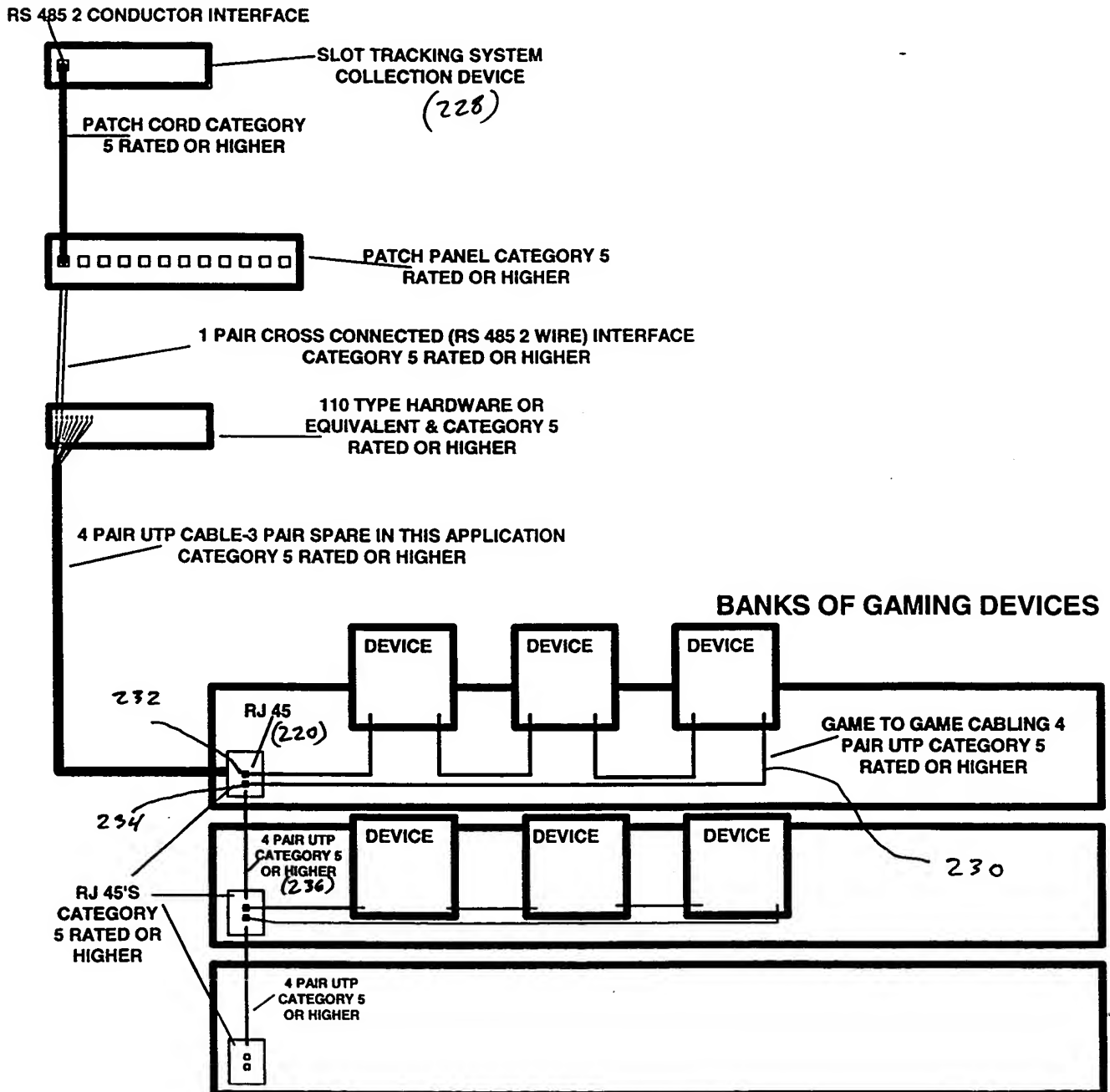


Fig. 3

**GAMING DEVICE CABLING**  
**CONVERSION TO ETHERNET**  
**FROM RS 485 APPLICATION**  
**ADJACENT MACHINE LAYOUT**

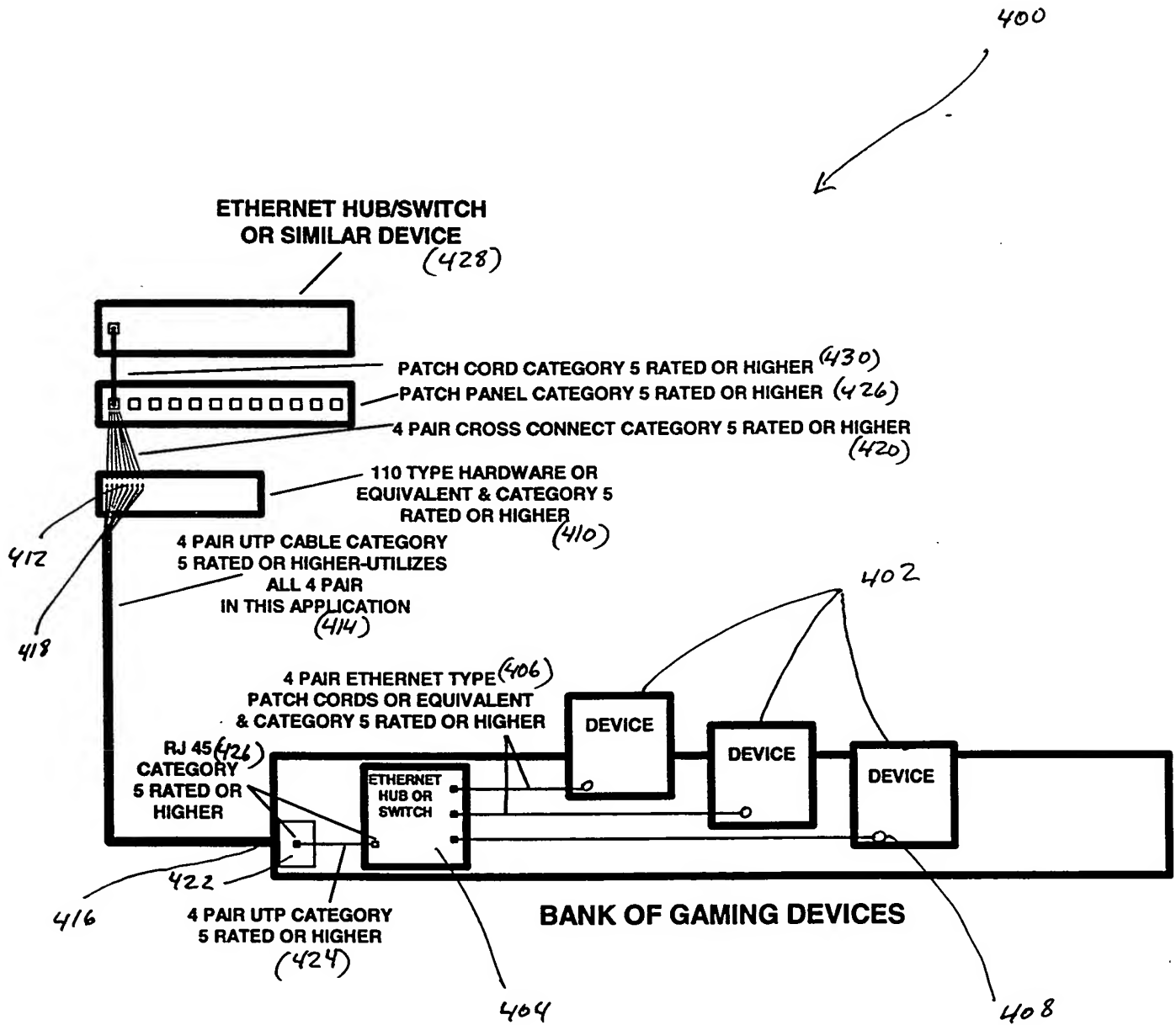


Fig. 4

**GAMING DEVICE CABLING**  
**CONVERSION TO ETHERNET**  
**FROM RS 485 APPLICATION**  
**NON-ADJACENT MACHINE LAYOUT**

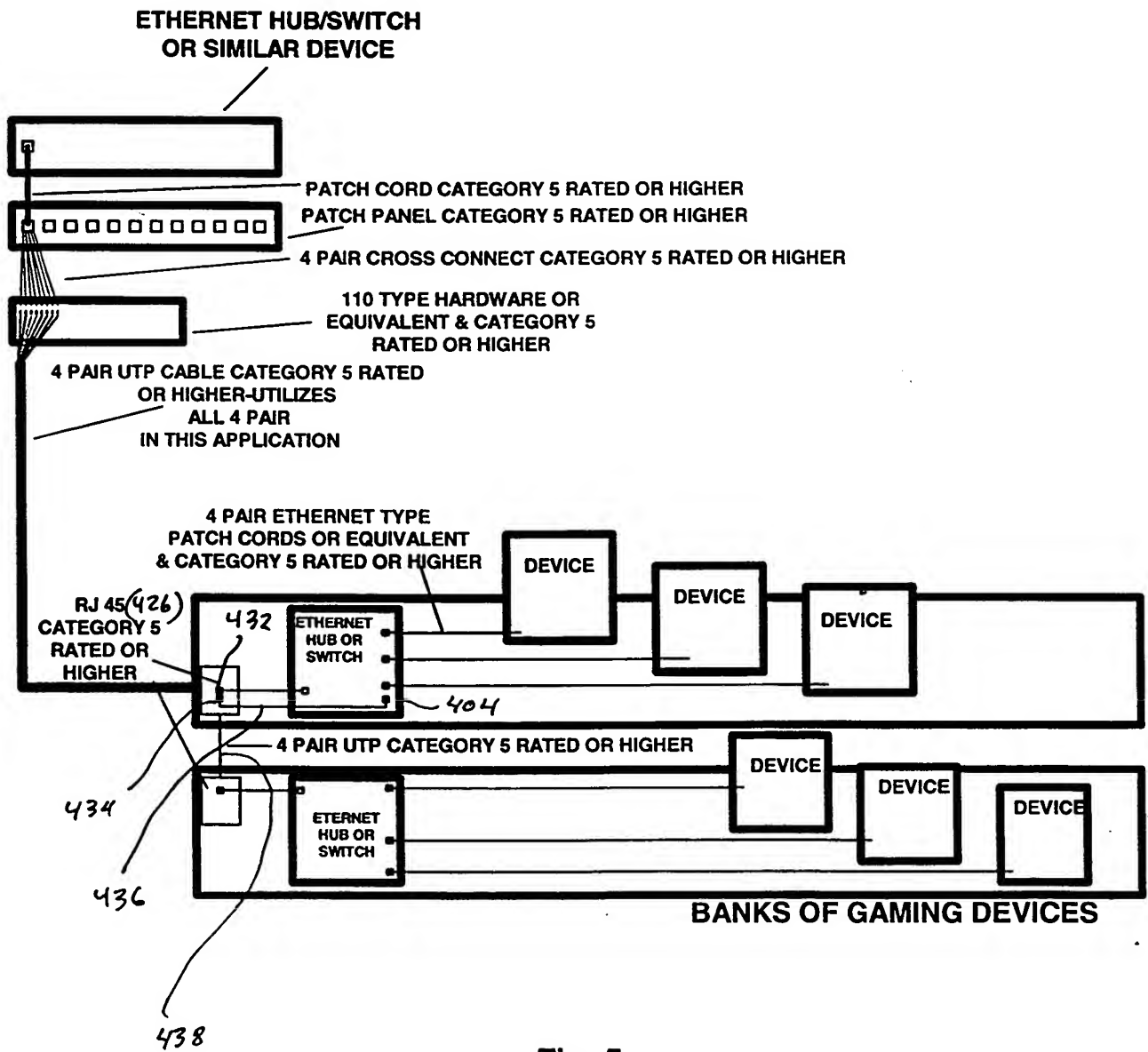


Fig. 5

# GAMING DEVICE CABLING

## MULTIPLE COLLECTION DEVICES

### CONFIGURATION FOR ADDING A DEVICE REQUIRING SEPARATE MONITORING BY THE TRACKING SYSTEM - I.E. PROGRESSIVE GAMES

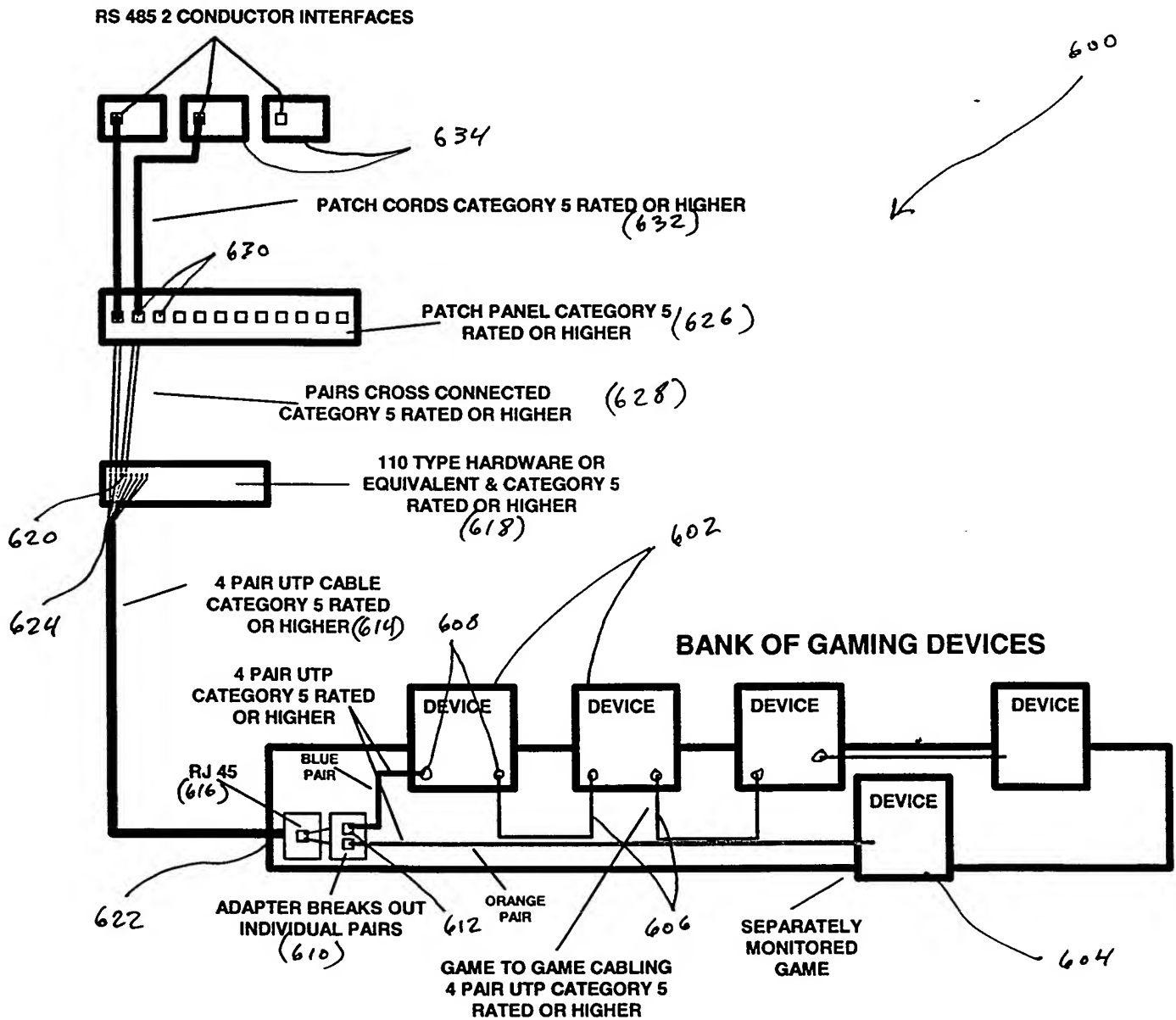


Fig. 6